Notes

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CONTENTS

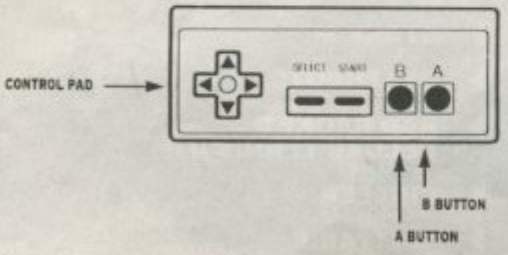
MAXIS VOLUME ONE IS COMPRISED OF THE FOLLOWING VIDEO GAMES:

- F-15 CITY WAR
- PUZZLE
- BLACKJACK
- TILES OF FATE
- KRAZY KREATURES
- DEATH RACE
- DUDES WITH ATTITUDE
- VENICE BEACH VOLLEYBALL
- STAKK'M
- DEATHBOTS
- RAD RACKET DELUXE TENNIS II
- CHILLER
- SOLITAIRE
- MENACE BEACH
- SHOCK WAVE

CAN YOU BELIEVE IT? 15 GREAT GAMES IN 1 VIDEO CARTRIDGE! EVERYTHING YOU COULD WANT - ADVENTURE, FANTASY, SPORTS, PUZZLERS, ARCADE CHALLENGERS, AND FUTURISTIC ESCAPADES. THE MAXI EXPERIENCE IS INCREDIBLE! MEGABITS OF POWER, ELECTRIFYING GRAPHICS, DIGITIZED SOUND, AND THOUSANDS OF HOURS OF PLAY. AND THE POWER'S ALL IN THE MAXI CARTRIDGE. IMAGINE HAVING ARMLOADS OF VIDEO GAMES TO ENJOY! WELL, NOW YOU DO! ARE YOU READY FOR THE MAXI POWER VIDEO CHALLENGE?

STARTING UP

1. Make sure the power switch on your **NES** control deck in turned **OFF**.
2. Insert the Maxi Power Video Cartridge into the control deck.
3. Turn the power switch **ON**.
4. Press **START** at the Maxi title screen.
5. When you see the Game Menu screen, press the **DIRECTION PAD** left and right to move back and forth through the 3 menus.
6. Press the **DIRECTION PAD** up and down to move the selection arrows to the game you want to play.
7. Press **START** to go to the title screen for the game you selected. Then follow the game play instructions in this manual.



IMPORTANT NOTE

YOU WILL NOT BE ABLE TO USE THE RESET BUTTON ON THE CONTROL DECK WITH THE MAXI CARTRIDGE. TO BEGIN A NEW GAME, TURN THE POWER OFF, THEN SWITCH IT ON AGAIN AND BEGIN FROM THE MAXI TITLE SCREEN.

IT'S A WAR OUT THERE AND IT'S HAPPENING IN YOUR OWN BACK-YARD. NOW IT'S UP TO YOU TO DEFEND YOUR CITY. YOU AND YOUR ALL - OUT FIGHTING MACHINE AN F-15 WITH SUPERSONIC SPEED AND AN UNLIMITED SUPPLY OF AMMO. YOU'VE ONLY GOT TWO CHOICES. PROTECT IT. OR DIE.

UNLEASH THE POWER

1. Press **START** at the Maxi title screen.
2. Choose ***F-15 CITY WAR*** [Menu 1, Game 1] and press **START.**
3. Press **SELECT** choose the Continue or Start option.
4. Press **START** to power up the first F-15 in your squadron of 5 fighters. The action won't stop until every last one is shot down!

YOU'RE IN CONTROL

START:	Begins new game. Pauses or resumes a game in progress.
SELECT:	Chooses the continue or start option before a game begins.
DIRECTION PAD:	Moves your **F-15** up, down, left and right.
BUTTON A:	Launches missiles.
BUTTON B:	Fires your machine gun.

YOU'RE PUMPED

The adrenaline is rushing. Things are getting out of control. Choppers. Jets. Gun boats. Tanks. Giant robots. Coming at you non-stop through 5 hair-raising stages.

- Blast' em with machine guns and missiles.
- Ambush tanks that prowl the city streets.
- Decimate gunboat and choppers from high above the deep blue.
- Maneuver through trenches while dodging tanks and hostile robots.
- Blow up missile silos during your ocean assault. Blast tanks and jets as you struggle to control the deep, dark cave.
- Wipe out the enemy command vessel at the end of each and every stage!

SCORING HIGH

With 5 fighters and endless ammunition, you can score high. You'll see the number of enemies you've shot down plus your current score at the end of each stage.

MAKE A SELECTION AND A PICTURE APPEARS ON SCREEN. BUT WITHIN SECONDS, RIGHT BEFORE YOUR EYES, THE PUZZLE IS SCRAMBLED. NOW YOU MUST PUT IT BACK TOGETHER. IT'S NOT JUST A QUESTION OF I Q. IT'S A MATTER OF SPEED. BECAUSE YOU'RE RACING AGAINST THE CLOCK. NOW DO YOU GET THE PICTURE?

ACTIVATE YOUR BRAIN POWER

1. Press **START** at the Maxi title screen.
2. Choose *PUZZLE* [Menu 1, Game 2] and press **START**.
3. Press **START** to challenge the first puzzle!

YOU'RE IN CONTROL

START:	Begins a new game. Pauses or resumes a game in progress.
SELECT:	Toggles the music on or off. Selects one of the 8 puzzle. Displays the Help screen up to 5 times during a single puzzles. Continue to the next puzzle after winning the one before.
DIRECTION PAD:	Moves the hand cursor up, down, left and right.
BUTTON A:	Picks up the puzzle piece under the hand cursor.
BUTTON B:	Challenges the computer to a game of "Rock, Paper, Scissors" or "Roll the Dice.

SOLVE IT

No matter how many times you choose the same puzzle, you'll never solve it the same way twice. That's because the computer randomly scrambles the puzzle pieces before every game. To unscramble a puzzle:

- Move hand cursor over a piece and press Button A to pick it up. Then move the hand cursor to the next empty square up, down, left or right. The piece you picked up will move to that square. [You can only move pieces that are next to empty squares.]
- Complete the puzzle before the timer runs down to win the level.
- As you progress through the levels, the puzzle becomes more intricate, there are fewer open spaces, and the challenge keeps getting tougher!

2 PUZZLE

- If you forget what a picture looks like, press **SELECT** to sneak a glance at the **HELP** screen. Remember, you can only look at the **HELP** screen 5 times during each puzzle.
- If you solve all 8 puzzles, you can put your genius to the ultimate test with 2 more hidden expert rounds.

TEST YOUR LUCK

While playing a puzzle, if you run out of good moves or if you're feeling lucky, you can challenge the computer to a game of chance. Each game will cost you 60 seconds on the timer, but the reward for winning is a bonus move that lets you exchange any 2 puzzle pieces.

Press **BUTTON B** to challenge the computer to "Rock, Paper, Scissors" or "Roll the Dice." Then use the Control Pad buttons this way:

SELECT:	Select one of the 4 choices : "Paper," "Rock," "Scissors" or "Dice."
BUTTON A:	Press twice to play the game.
BUTTON B:	Returns to the puzzle.

If you win the challenge, you get to swap any piece in the puzzle with another piece. Press **BUTTON B** to return to the puzzle. Then move the hand cursor to the first piece you want to swap and press **BUTTON A**. Next, move the second hand cursor to the other piece you want to exchange and press **BUTTON A** . The 2 pieces will trade places. [You can also swap any piece with any empty space.]

Use the challenge feature sparingly, because each time you test your luck, you lose 60 seconds from the timer.

FROM THE BRIGHT LIGHTS OF LAS VEGAS TO THE WARM SANDS OF MONACO THERE IS ONE CARD GAME THAT IS THE PASSION OF GAMBLERS -- BLACKJACK! GET READY TO EXPERIENCE THE BEST COMPUTER VERSION, LIKE THE ONES IN LAS VEGAS, OF ONE OF THE GREATEST CARD GAMBLING GAMES OF ALL TIME. YOU ALONE OR SIMULTANEOUSLY WITH A FRIEND TAKE ON A DIGITAL DEALER IN THIS POPULAR GAME OF SKILL AND CHANCE. THIS TIMELESS GAME IS SO ENCHANTING YOU'LL WISH THERE WERE MORE THAN 24 HOURS IN A DAY.

GET READY FOR THE ULTIMATE GAME OF SKILL AND CHANCE !

1. Press START at the Maxi title screen.
2. Choose *BLACKJACK* (Menu 1, Game 3) and press START.
3. Use the Set-Up screen to customize the game. Make selections by pressing the:

   DIRECTION PAD left or right. Press down to go to the next option.
   CARD DECKS TO USE: Choose to play with 1 2 or 3 decks of cards.
   TABLE LIMIT: Choose the top amount you need to break the bank.
   NUMBER OF PLAYERS: Choose 1 or 2 players.
   NUMBER OF CONTROLLERS: Choose to share a single or use 2 separate controllers.
   PLAYER 1 CASH: Choose the amount of money player 1 begins with.
   PLAYER 2 CASH: Choose the amount of money player 2 begins with.
   Pressing select will bring you to the PREFERENCES screen. Select options the same way as the previous screen.
   CARD DESIGNS: Choose your favorite design.
   COLORS: Choose the color combinations from 5 different selections.
   MUSIC: Turn the background music ON or OFF.
   SOUND: Turn sound effects ON or OFF.
4. Press START again to enter the casino.

YOU'RE IN CONTROL

START:	Begins a new game. Pauses or resumes a game in progress.
SELECT:	Breaks off a game so you can start a new one. Press once during game play, and then press START to begin a new game. Or Press SELECT again to resume the previous game.
DIRECTION PAD:	Choose game options on the Set-up screen. Moves the Hand cursor during game play.
A BUTTON:	Press to choose your play.
B BUTTON:	Works the same as A BUTTON.

PLAYING BLACKJACK

The object of *BLACKJACK* is to get 21 or less points without going over and get closer to 21 then the dealer. If you go over 21 (called a BUST) tthe dealer wins the hand and you lose your bet. Each player is dealt two cards face up; the dealer takes two cards, one face up the other face down. Cards 2,3,4,5,6,7,8,9 and 10 count at their face value. Picture cards (Jack, King, Queen) count as 10. Aces count as either 1 or 11, whichever is to the players advantage. Some examples might be Ace + 9 = 10 or Ace + 8 = 19.

THE BLACKJACK TABLE

There are several options when playing BLACKJACK. To choose one from th Set-Up screen simply move the Hand cursor to your selection and press Button A or B.

DEAL: Positioning the Hand Cursor on the DEAL pile and pressing either button starts the deal. To change your bet move the Hand cursor down to the BET selector.
BET: From here you can increase or decrease your bet. The minimum bet is $10.00. If your cash goes below this figure you will have to leave the table. To increase your bet push the up arrow on the Bet box. To decrease your bet press the down arrow. Pressing the Button A increases/decreases by $2.00. Pressing the Button B increases/decreases by $10.00.
STAND: After the first cards are dealt and you don't have a Blackjack, you may decide to STAND (draw no more cards). If you think you are closer to 21 than the dealer or the next card drawn would put you over 21 (BUST) STAND is a good choice.
HIT: If you want to draw another card press the HIT box. Remember you want to get as close to 21 as possible with out going over.
SPLIT: If you have a pair of matching cards, (like two sixes) you may split it into two hands. You must add the same bet to the second hand as you bet on the first.
DOUBLE DOWN: If your first two cards total 10 or 11 you can DOUBLE DOWN.
DOUBLING DOWN requires that you double your original bet. If you lose the hand you lose twice as much as your initial bet.
GIVE UP: If you think you are going to lose, you can GIVE UP and receive half your bet back.
INSURANCE: If the dealer is showing an ACE, they have a good chance of getting a Blackjack. You may buy INSURANCE for an additional half your bet. If the Dealer has a Blackjack, you are paid 2 to 1 on your INSURANCE bet. You will still lose your original bet. In effect you only lose half your total bet. If ,however, the dealer does not have Blackjack you will lose your initial bet and your INSURANCE bet.

NEVER SORRY CHARLIE

If any player, including the dealer, draws 5 cards with out busting (totaling 21), it is called a 5 card Charlie. With a "Charlie" you can beat any other hand except another "Charlie" or Blackjack which you will tie (push) with and your bet will be refunded.

IN 303 B.C. IN THE VALLEY OF SHE-TING IN CHINA, THE PEASANT YUNG SUM-LEE FOUND A SMALL LEATHER POUCH. IN IT WERE 42 JADE TILES. IT WAS SAID THAT THESE TILES MAKE UP A GAME PLAYED BY THE GODS, AND THAT THEY COULD CONTROL THE FUTURE. SOON THE ART OF THE TILE SPREAD THROUGHOUT THE COUNTRY. KINGS USED THEM TO GAIN ENORMOUS FORTUNE . BUT IN TIME, SOMETHING SINISTER BEGAN OCCURRING. THE LAND WAS PLAGUED BY GREAT CATASTROPHIC TWISTS OF FATE. FIRST DROUGHTS, THEN FLOODS. ONE YEAR, TERRIBLE FAMINE; THE NEXT, HUGE HARVESTS. THE WINDS OF CHANGE HAD BEEN BLOWN OUT OF CONTROL. EACH TILE HAS A MATE. ONLY BY MATCHING THE TILES CAN YOU ACHIEVE SYMMETRY, AND NEUTRALIZE THEIR POWERFUL EFFECT ON THE LAND.

CALL FORTH THE POWER OF THE TILES

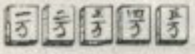
1. Press **START** at the Maxi title screen.
2. Choose *TILES OF FATE* [Menu 1, Game 4] and press **START**.
3. Press **SELECT** to choose 1 Player, 2 Players or edit.
4. Press **START** to begin.

YOU'RE IN CONTROL

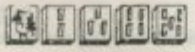
START:	Begins a new game. Pauses or resumes a game.
SELECT:	Chooses one of the 3 Forces of Fate.
DIRECTION PAD:	Moves the curser up, down, left, or right.
BUTTON A:	Chooses a tile.
BUTTON B:	Cancels your last move.

CHALLENGE THE TILES

Use the **DIRECTION PAD** move the cursor to a Tile. Press **BUTTON A** once to choose the Tile, which will glow blue. Now move the cursor to a matching Tile and press **BUTTON A** twice. As the Tiles are united, the Force of Symmetry will cause both Tiles to simply cease to exist. But remember, the Force of Symmetry cannot flow around more than 2 corners At the bottom of the screen is your time line, Some Tiles will increase the amount of time you have to complete a level, Watch the time line carefully, because when your time is up, your game will come to an end.



The Tiles of Mankind control human endeavors.



The Tiles of Bamboo decide the winners and losers of war and conflict.

THE 3 FORCES OF FATE

Sometimes you will have to use the Forces of Fate to clear a board. To use them, you must collect their tokens, which are hidden under certain Tiles. For each token you collect, a jewel will be added to the frame around the matching Force.

The **FLASH OF CHANCE** allows Symmetry of affect any matching Tile-even those surrounded by other Tiles.

The **FORCE OF BALANCE** can be used to eliminate bricks that block the path of Symmetry.

The **FLAG OF KNOWLEDGE** sees matches that you have missed. By using this Force, you will allow Knowledge to take a turn for you.

BRICKS block the flow of Symmetry, but can be broken by a Force of Fate.

EDITING YOUR OWN GAME

You can build your own board layout to challenge your friends. Select **EDIT** from the first screen, and press **START**. By pressing **BUTTON A**, you can lay out the Tiles in your own, design. When you've placed all the Tiles, you can begin your own custom game.

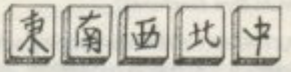
SCORING

- 5 points for every dot left on the time line when a level is cleared.
- 6 points for any 2 Tiles or any Brick left at the end of a level.
- 40 points for any Force of Fate token collected after the frame is full.

HINTS OF FATE

- Symmetry can never make more than 2 turns.
- Like the tiger, you must plan your moves carefully and act quickly.
- Any Season Tile will match any other Season Tile.
- There are ways to increase the time left. Can you figure them out?
- Beware the Skull and Crossbones.When it appears, you must use a Force of Fate to clear the round.

The Tiles of Seasons control the fluctuations of nature.



The Tiles of the Air manipulate the direction of the winds.

HERE THEY COME! AND THERE THEY GO! CREATURES FROM ALL OVER THE UNIVERSE ARE OVERRUNNING THE PLANET. AND THEY JUST KEEP COMING! YOU GOTTA LINE'EM UP AND MOVE'EM OUT. AND HOPE YOU CAN CLEAR'EM AWAY FASTER THEN THEY COME IN 'CUZ IF THE ROOM FILLS UP, THAT'S IT!

START 'EM UP

1. Press **START** at the Maxi title screen.
2. Choose *KRAZY KREATURES* [Menu 1, Game 5] and press **START**.
3. Press **START** to begin the stampede!

YOU'RE IN CONTROL

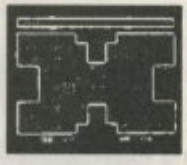
START:	Begins a new game. Pauses or resumes a game in progress.
SELECT:	Chooses **START** or **STUFF** before a game begins. Not used during game play
DIRECTION PAD:	Moves your Transporter around the screen.
BUTTON A:	Press to pick up a Kreature. Press again to set the Kreature down. Can't set one Kreature on top of another.
BUTTON B:	Hold down to increase the speed on incoming Kreatures.

ROLL 'EM OUT

Moving creatures is so easy! Just pick'em up, move'em and put'em down - 3,4 or more in a row- and watch the entire klump of kritters transport away.

When the foot starts tapping, you're out of time You have only a few more seconds to clear out as many klumps of kritters as you can. So go for the **BIG** bonus points.

Now you're warmed up and ready for the next round. Here they come, but there are more of 'em, and they're flying at you faster. Doggies. Cats. Chatterteeth. And-wait a minute-Pink Elephants?



KRAZY KREATURES lets you play single, double, cooperative, and double competitive games. Choose **STUFF** before a game starts to select your difficulty and game levels.

SCORING

Scoring appear at the top of the screen. The center score is a combined total for 2 players in cooperative games.

KREATURES	▪ 3 in a row	10 points per Kreature
	▪ 4 in a row	20 points per Kreature
	▪ 5 in a row	30 points per Kreature

The scores keep mounting until you reach 80 points per Kreature for 11 in a row.

CONNECTING ROWS	▪ 2 in a row	200 points per Kreature

END OF WAVE	▪ Each empty square	20 to 80 bonus points
	▪ Clearing all Kreatures	500 bonus points

THE KREATURES

KRAZY HINTS

- Secret Move #1- put the Transporter on top of completed groups and press **BUTTON A** twice.
- Setup long rows with gaps, and let the Kreatures fall into place Then use Secret Move #1 to clear the screen quickly and score big points.
- Question marks transport everything around them.
- Watch the foot. When it starts tapping, you're almost out of time.

WHILE DRIVING YOUR HEAVILY ARMED FUTURISTIC VEHICLE YOU LOOK OUT THE CRACKED WINDSHIELD AND GLANCE AT AN IN-COMING NUCLEAR-TIPPED MISSILE. YOU SWERVE LEFT, TIRES SCREECH AS YOU BARELY AVOID THE DEADLY PROJECTILE. THROUGH YOUR REARVIEW MIRROR YOU WATCH AS IT DETONATES AND FRYS ZOMBIES IN A FLASH OF RADIOACTIVE FIRE. JUST ANOTHER DAY IN RUSH HOUR? NOT LIKELY, THIS IS DEATH RACE.

A CROSS COUNTRY RACE OF DESTRUCTION!

1. Press START at the Maxi title screen.
2. Choose *DEATH RACE* [Menu 1, Game 6] and press START.
3. Move the Direction Pad up or down to choose ONE or TWO Players.
4. Choose the games difficulty, ROOKIE being easiest and WORLD CLASS being hardest.
5. Press START once to display your location and again to begin the race of death.

YOU'RE IN CONTROL

SELECT:	Begins a new game. Pauses or Resumes a game in progress.
START:	Press during game play to select missile types and targeting.
DIRECTION PAD:	Press to select game options. During game play increases/decreases car speed and turns car right or left.
A BUTTON:	Press to fire hood mounted machine guns.
B BUTTON:	Press to launch missiles.

HIT THE ROAD JACK..

At the top of the screen is a timer. Before it reaches zero, you must collect all of the yellow flags in each city. After collecting the flags the exit will open allowing you to continue on to the next city. One or two players may simultaneously enter the Death Race. Play as a team or go against each other head to head, but if you take too long a massive missile strike will be launched against you.

Each city is under siege by Zombies that are controlled by the evil Dr. Mucuzoid. You score points by terminating these zombies. Shoot them, launch missiles at them or just run them down. Be forewarned: they too can target you with their own weapon systems.

LAUNCHING MISSILES: In order to choose the type of missile to be launched, press the SELECT button. This will pause the game and take you to the missile selection screen. Position the cursor on the desired missile. You set the missiles targeting to "ENEMY" which targets helicopters only, or "ALL" which will target enemies and other players. Pressing SELECT again will return you to game play.

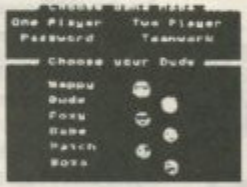
THEY'RE ON THE MOVE-DUDE, HAPPY, PATCH, BOZO, AND DON'T FORGET BABE AND FOXY. THEY'RE SOMEWHERE IN THE CARIBBEAN, EXPLORING LUSH LOST ISLANDS AND FINDING A KING'S RANSOM IN TREASURE. MANY TANTALIZING BUT DEADLY CREATURES ROAM THESE FORGOTTEN ISLANDS. BUT IF YOU HANG AROUND LONG ENOUGH, YOU'LL FIND EMERALDS, SAPPHIRES AND GOLD. AS IN ANY ADVENTURE, YOUR WORST ENEMY IS YOUR OWN ATTITUDE. SO DON'T COP AN ATTITUDE, OR YOU'LL NEVER WIN THE GAME!

GET AN ATTITUDE, DUDE

1. Press **START** at the Maxi title screen.
2. Choose *DUDES WITH ATTITUDE* [Menu 1, Game 7] and press **START.**
3. Press **START** again to go to the Game Selection screen. Press **SELECT** to move between the top and bottom section, and use the **DIRECTION PAD** to highlight your choices.

CHOOSE GAME MODE

Select One Player or Two Player competitive.
Select Teamwork for Two Player cooperative.
Highlight Password to continue a game, and then enter your name and personal password.



CHOOSE YOUR DUDE

Choose one of the 6 Dudes and Dudettes. Patch, the leader of the posse, is cool, sly and sometimes sinister. Dude is way cool. Whatever he touches seems to slide into place like clockwork. Although Babe is a bit of an airhead, Foxy has an IQ higher that a coconut tree. Happy is is smart, energetic and prankster. Bozo is not too bright, but his unbelievable good luck more than makes up for his stupidity.

4. Press **START** to begin your adventure.

YOU'RE IN CONTROL

START:	Begins a new game. Pauses or resumes a game in progress. In Map mode, explores the level under the Magnifying Glass.
SELECT:	This Panic Button lets you warp out if you become hopelessly stuck.
DIRECTION PAD:	Moves your air up, down, left and right.Pressing in the wrong directio will make your Dude or Dudette furious!
BUTTON A:	During game play, makes your Dude or Dudette hyperactive. In Map mode, moves the Magnifying Glass to the next unsolved level.
BUTTON B:	Not used.

THE GOOD

Pass through an **ATTITUDE ADJUSTER** to change your attitude: Blue [sad], Red [embarrassed], Green [sick], Gold [hyper], Light Blue [dizzy], or Purple [freaked out]. If you have the right attitude, you can get the Treasure you want. This works in real life, too.

Explore the islands for **TREASURE:** Rubies, Emeralds, Sapphires, Diamonds, Amethyst and Gold Bullion. You can only collect them if you have the right attitude that is, when your dude or Dudette is the same color as the treasure.

You can breeze right through a **DOOR** or **STAIRWAY** if you have the right attitude. Gray Stairways are exits. Sometimes they don't appear until you have collected all the Treasures in the level.

Notes don't hurt or help you. They just sound cool. Use them to make tunes when you create your own games!

THE BAD

You can eat **GUMSPLATS** if you have the right attitude. Otherwise, you'll be stuck in the stuff for a long time. In Teamwork games, your partner can free you by eating the gumsplat you're stuck to!

Touch a **MINE** once and get bummed out. Touch one again and you are one dead Dude!

SERPENT SENTRIES are not too bright, so they're easy to avoid. Watch out! One bite and you need to go to the Hospital. Two bites and your poop is scooped!

It is not known if a **STAR-A-LIZER** is a living creature or mystic booby trap. It is known that its touch is always deadly.

It's hard to shake **JAWS** once these crawling carnivorous chompers get your scent. Once bitten, twice dead!

THE NARLY

ARROWS can point in one of 4 directions. It's impossible to go against the direction they point to.

You can dig through **SAND** to find buried Treasures. Be Careful! You could also uncover buried trouble!

DIRECTION CHANGERS change the direction you bounce in. Once you touch one, you will bounce in whatever direction the arrows point to.

The **HYPERZAP** changes the effect of **BUTTON A** . Once you touch it, you're always hyperactive unless you press **BUTTON A.**

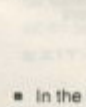
Caution! The Surgeon General has determined that walking on **HOT COALS** is hazardous to your health.

It's best to avoid **BOOZE**. Drinking and driving can be a problem.

When you aren't feeling too well, go to a **HOSPITAL**. You will become healthy and happy again.

Ice is slippery, unless you're wearing **ICE BOOTS**. When you have them on, they will appear in the upper corner of the screen. To remote your Ice Boots, bump them again.

All **WALLS** are barriers, but some of them are passable. **INVISIBLES WALLS** stop you in your tracks. **SLIDING WALLS** are like normal wall, but you can push them around. Who knows what may be underneath? **THIN WALLS** come in many shapes. Use them to build tubes. **BRICK WALLS** hurt when you hit'em. Ouch!



You are not a very good swimmer. That is why you must use a **BOAT** to cross **WATER**. To use a **BOAT**, bump it. It will appear in the upper corner of the screen. Be careful. If you bump it again, you will sink.

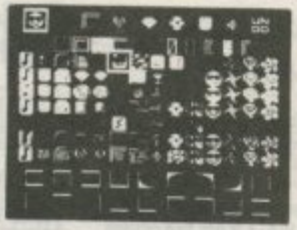
SOME FINAL WORDS

- In the beginning, you can only move your Dude or Dudette up and down. For best control, try quick, well timed taps on the **DIRECTION PAD.**
- Some levels may seem impossible to solve. Just remember nothing is impossible.
- The Password feature gives you a personal password. Using a different name with the correct password won't work.
- You can only reach the advanced levels if you pass the earlier ones.

MAKING YOUR OWN GAMES

It's easy to make your own levels in *DUDES WITH ATTITUDE*. First, choose a Game mode and Dude. When you get to the Map, move the Magnifying Glass over the word "Edit" Press **START** and Magnifying Glass will change to a Shovel. You'll need the Shovel to bury your custom level on the island. Find a location on the Map that is free of trees and rocks, since you can only dig in a flat, open area Press **START** to dig, and you will enter Edit mode.

Edit mode has 2 screen, the Parts Box and the Clean Slate. Press **SELECT** to switch between them. The upper part on both screens is the Palette, where you keep the parts you are using. There are over 50 different parts that you can use, but the Palette will only hold 8 parts at a time. Pick up new parts from the Parts Box in order to use them.



Palette

Lower Screen

The Parts Box is where you move up parts from the Lower Screen to the Palette.

The Clean Slate is where you move down parts from the Palette to the Lower Screen.

In the Parts Box, the strange Half-Characters under the Palette are used for hiding Treasures or Mines behind Sand or Walls. When using the Half-Characters, the colors may change. Now a problem. When you play your level, everything will look fine. The game will automatically put a Dude or an Exit into your level. You only need to add them if you want them in certain places.
Here's how to use the Control Pad buttons in Edit mode:

START:	Begins a game.
SELECT:	Switches between the Clean Slate and the Parts Box.
DIRECTION PAD:	Moves the Selection Square on the Lower Screen.
BUTTON A:	In the Parts Box, Moves a part in the Lower Screen to the Palette. In the Clean Slate, moves a part from the Palette to the Lower Screen.
BUTTON B:	Moves the Selection Square in the Palette to the right.

After completing your level, press **START** to begin the action. You can store up to 4 custom levels by saving them before you turn off your **NES.**

THEY COME FROM ALL ACROSS AMERICA. THE VERY BEST OF THE BEST. THEY'RE HERE AT THE MOST RADICAL SUMMER HANG-OUT IN THE WORLD, VENICE BEACH! HUNDREDS OF 2-MAN AND 2-WOMAN TEAMS ARE READY TO GO ALL THE WAY TO WIN THE MOST EXCELLENT VOLLEYBALL EVENT OF THE YEAR- THE VENICE BEACH OPEN, WHICH TEAM WILL WALK AWAY WITH THE COVETED MEGA V-BALL AWARD? IT'S UP TO YOU!

GETTING DOWN TO THE BEACH

1. Press **START** at the Maxi title screen.
2. Choose *VENICE BEACH VOLLEYBALL* [Menu 1, Game 8] and press **START.**
3. Press **START** again to go to the Configuration screen. Press the **DIRECTION PAD** up or down to highlight a selection, and press it left or right to change the settings.

GAME MODE: Pit 1 or 2 players against the computer, or 2 players against each other.
LEVEL: Choose a difficulty level.
POINT: Choose how many points you must score to win!
SET: Choose how many games you must win to defeat the opposing team.
RULE: Decide which rules will apply. In Normal, you must be serving to win the point In Rally Point, you can win a point when serving or receiving.
EXIT: Go on to the Team screen.

CHOOSING A TEAM

After 5 days of grueling play, only 4 teams remain in the contest. Bob and Howard, Venice Beach locales and real crowd favorites. Lisa and Bambi from Florida, one of the quickest teams in the tournament. Steve and Jamile, excellent spikers form South Texically. And of course Kelly and Morica, who play one mean game.

Teams are rated in 3 categories:

RECEIVING: How well a team plays an opponent's serve or hit.
SMASH: How well a team spikes the ball.
SPEED: How quickly a team gets the ball.
Press **BUTTON A** to choose your team Now it's time to get down to the sand and serve up a winning game!

8 VENICE BEACH VOLLEYBALL

YOU'RE IN CONTROL

START:	Begins a new game. Pauses or resumes a game in progress.
SELECT:	Not used during game play.
DIRECTION PAD:	Aims the ball when serving: then moves your players on the beach.
BUTTON A:	Hits the ball.
BUTTON B:	Press once to jump during serving or receiving. Press twice to spike.

KICKING BEACH BUTT!

SERVING

Practice both Jump serves and Flat Serves a lot, 'cuz the only way to kick the big butt is by consistently delivering a devastating serve!

- **JUMP SERVE:** Press **BUTTON A** to toss the ball, **BUTTON B** to jump, and **BUTTON B** again to hit the ball over the net.
- **FLAT SERVE:** Press **BUTTON A** to toss the ball, then **BUTTON A** again to hit the ball over the net.

RECEIVING

spot of the ball is always indicated by an **X**. Watch the ball's shadow to see how high it is flying. Press **BUTTON A** to hit/set the ball. Players will always hit the ball in the direction of their teammates on the first and second hits. They will try to hit ball over the net on the third hit.

- **SPIKE:** The idea is to stand by the net and have your teammate hit the ball to you, then leap into the air and smash the ball downward. Press **BUTTON B** once to jump, and again to spike. A well-placed spike is almost impossible to return.
- **BLOCKING:** The block is a great defensive weapon for stopping the spike. To block the spike, you must position your player at the net. When your opponent is ready to spike the ball, jump into the air with **BUTTON B**, then press **BUTTON A** to block.

TIPS FROM THE PROS

- Hit'em where they're not. The best way to score is to aim the ball toward open areas on your opponent's side.
- Throw off your opponent's rhythm by occasionally doing something different. Jump up and smash the ball right back over the net, or hit it back with one1 set [instead of 2]. You'll catch your opponent off guard and manbe score that single point that means the difference between being a winner and being a wiener.
- Timing is everything. Hit the ball at the peak of your jump for the best result.
- Sometimes the ball will get buried in the sand. Keep your cool because Sandy Claws the crab will come out and try to find it for you. He usually fails, but when he scuttles off the screen , game play resumes.
- Never give up! To become a champ takes practice and determination So don't be a chump! Don't give up!

IF YOU THINK YOU'VE PLAYED CHALLENGING GAMES, WAIT 'TIL YOU TRY *STAKK'M* ! PIECES FALL FROM THE TOP OF YOUR SCREEN, AND YOU DETERMINE WHERE TO PLACE THEM. YOU MUST CREATE VERTICAL, HORIZONTAL AND DIAGONAL LINES OF NUMBERS TO RACK UP POINTS, AND KEEP THE STACK FROM GROWING TOO TALL. EVERY GROUP OF THREE SIMILAR OR CONSECUTIVE NUMBER WILL VANISH. BUT THE REAL TRICK IS TO COMPLETE SEVERAL GROUPS AT ONCE - THE BEST WAY TO SCORE REALLY BIG POINTS! IT'S MORE THAN A MERE JIGSAW PUZZLE. IT'S STAKK'M!

TAKE ON THE STAKK'M CHALLENGE!

1. Press **START** at the Maxi title screen.
2. Choose *STAKK'M* [Menu 1, Game 9] and press **START**.
3. Choose **ONE PLAYER** or **TWO PLAYERS** and press **START** to go to the Options screen.
4. On the Options screen, press **SELECT** to choose an option, and press **BUTTON A** to change its setting:

   LEVEL: Choose an Easy, Normal or Hard skill level.

   SEE NEXT: Choose Yes to see the next block in the upper left corner, before it drops onto your stack.

   MUSIC: Turn the background music off or on during play.

   PLAYERS: Choose a 1 Player or or 2 Player game.

   COMPLETE POINTS: Set the number of points you need to win each round.
5. After setting our options, move to Exit and press **SELECT** to start the game.

YOU'RE IN CONTROL

START:	Begins a new game. Pauses or resumes a game in progress.
SELECT:	Moves to the next selection on the Options screen.
DIRECTION PAD:	Moves the falling blocks left or right. Press down to increase their speed. Once you speed up a block, you can't move it left or right.
BUTTON A:	Increase the speed of falling blocks [the same as pressing down on the **DIRECTION PAD**].
BUTTON B:	Not used.

STACK' EM HIGH!

At the start of each level, you'll see the goal you need to achieve to conquer the level and go on to the next one. For instance, you may need to complete 20 vertical lines. The goal for each level is always shown in the lower left corner of the screen.
Here are the possible level goals:

HORI [Horizontal Lines]: Complete the specified number of horizontal lines to finish the level.

VERT [Verticle Lines]: Win the level by completing the specified number of vertical lines.

DIAG [Diagonal Lines]: Finish the stated number of diagonal lines to clear the level.

CARD: Complete any combination of horizontal, vertical or diagonal lines to eliminate the number of cards shown.

PTS [Points]: Score the stated number of points to clear the level

GAME BLOCKS

Each level has 9 different **NUMBER BLOCKS**. The number on the blocks will be shown as numerals, Heart patterns, or Diamond patterns.

TREASURE BLOCKS look like stars, kings or queens. These are your "wild cards," and can be used to complete any group of similar or consecutive numbers. Treasure Blocks are your most valuable asset for racking up big points.

DEATH BLOCKS will only vanish when they form a horizontal, vertical or diagonal line of 3 or more. Since they have no number value, they can easily get in the way of your possible number stacks. Try to get rid of them as soon as you can!

SCORING

VERICAL STACKS

3 similiar blocks.....10 points
3 consecutive blocks.....20 points
4 similar blocks.....30 points
4 consecutive blocks.....40 points
5 similar blocks.....50 points
5 consecutive blocks.....60 points

HORIZONTAL STACKS

3 similiar blocks.....15 points
3 consecutive blocks.....30 points
4 similar blocks.....45 points
4 consecutive blocks.....60 points
5 similar blocks.....75 points
5 consecutive blocks.....90 points

DIAGONAL STACKS

3 similiar blocks.....20 points
3 consecutive blocks.....40 points
4 similar blocks.....60 points
4 consecutive blocks.....80 points
5 similar blocks.....100 points
5 consecutive blocks.....120 points

COMBINATIONS STACKS

3 consecutive horizontal blocks
+3 consecutive diagonal blocks.....140 points

4 consecutive horizontal blocks
+3 consecutive diagonal blocks.....200 points

5 consecutive horizontal blocks
+3 consecutive diagonal blocks
+3 consecutive diagonal blocks.....510 points

IN A SECLUDED GOVERNMENT FACILITY DEEP BENEATH THE ROCKIES, A MAN IS BOLTED IN A TOP-SECRET BATTLESUIT. HE IS PREPARING FOR THE MOST DANGEROUS SECRET MISSION EVER UNDERTAKEN-TO LOCATE AND ANNIHILATE THE MOST POWERFUL DESTRUCTIVE FORCE ON EARTH, THE GAMMA BOMB! UNFORTUNATELY, THE BOMB IS HUNDREDS OF FEET UNDERGROUND IN A MASSIVE COMPUTER COMPLEX CALLED GAMMA BASE. THE ENTIRE COMPLEX IS GUARDED BY THE MOST LETHAL SECURITY FORCE IN WORLD -DEATHBOTS, POWERFUL KILLER ROBOTS DESIGNED TO DESTROY THERE IS ONLY ONCE CHANCE AT BEATING THIS MONSTROSITY. AS THE LAST BOLTS SEAL HIM IN, THE MAN REALIZES HE MUST SUCCEED, OR THE BATTLESUIT WILL BECOME HIS HI-TECH COFFIN!

PREPARE FOR BATTLE!

1. Press **START** at the Maxi title screen.
2. Choose *DEATHBOTS* [Menu 1, Game 10] and press **START**.
3. Press **START** again and prepare for battle!

YOU'RE IN CONTROL

START:	Begins a new game. Pauses or resumes a game in progress.
SELECT:	Switches between Action mode and Weapons Select mode.
DIRECTION PAD:	In action mode, moves your man up, down, right and left through Gamma Base. In Weapons Select mode, views the available weapons.
BUTTON A:	In Action mode, fires the **BUTTON A** weapon. In Weapons Select mode, either **USES** or **DROPS** the selected weapon.
BUTTON B:	In Action mode, fires the **BUTTON B** weapon. In Weapons Select mode, switches between the **USE** and **DROP** option.

GAMMA BASE

Your man starts out on the uppermost [ground] level of Gamma Base. To destroy the Gamma Bomb, you must descend to the 8th floor. As soon as you enter the complex, the Deathbots begin an instant attack.

The row of 6 blue boxes on the upper right is your Energy level. Each rectangle is worth 4 hit points. As the Deathbots blast at you, your Energy level gets lower. When you run out of Energy, you lose 1 life.

Gamma ıbase has 8 levels, in descending order. Elevators are the only access between floors and each elevator entrance is guarded by a huge Deathbot Sentine. Each Sentinel must be eliminated before you can descend to the next level. The 8th floor is the central control area, where the Gamma Base is located, it must be found and destroyed!

TRANSPORTERS, MINES AND COMPUTER TERMINALS

As you explore the complex, you will encounter Red and Blue transporters. These let you enter new locations. To use a transporter, walk on its platform,. The unit will activate automatically and transport you to a new location. You will also see mines that look similar to transporters but are the same color as the floor. They will explode when touched and should be avoided.

You will find computer terminals throughout the complex. These small squares in the walls were designed to be used only by Deathbots. But sometimes you may be able to use them to get new weapons. To use a terminal, stand in front of it. If the terminal is accessible, it w display the available weapons. When you are carrying 15 weapons, all terminals will be inaccessible. Press the **DIRECTION PAD** up or down to select one of the options. Then press **BUTTON A.**

You will find computer terminals throughout the complex. These small squares in the walls were designed to be used only by Deathbots. But sometimes you may be able to use them to get new weapons. To use a terminal, stand in front of it. If the terminal is accessible, it w display the available weapons. When you are carrying 15 weapons, all terminals will be inaccessible. Press the **DIRECTION PAD** up or down to select one of the options. Then press **BUTTON A**.

NEXT:	Displays the weapon that are available.
TAKE:	Transfers the selected weapon from the computer to your backpack. When you **TAKE** a weapon , you will be logged off the system automatically, and further access through that particular terminal will be denied.
EXIT:	Logs off the terminal, no weapon will be taken, and further access through that terminal will be prohibited.

WEAPONS SELECT MODE

Any time during game play, you can choose new weapons from your backpack. Press the **SELECT** button to go the Weapons Select mode. Then press either **BUTTON A** or **BUTTON B** to use the weapons and objects in your arsenal. Your Power Pack and Shield Belt become active automatically.

Press the **DIRECTION PAD** up or down to see the objects in your backpack. You can hold up to 15 weapons and objects at one time. There are hundreds of items scattered around the complex. Sometimes you will want to drop an item in order to pick up a new one. Press **BUTTON A** to actually transfer the weapon or use it.

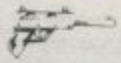
SCORE: Your current score. Sentry Deathbots are worth more points as you descend deeper into the complex.

RECHRG: Recharges your armor when your Energy runs out. You start the game with Recharges. When your Energy runs out and you have no more **RECHRG**, the game ends You can continue up to 3 times.

SHOTS: The number on the left of the slash shows the remaining shots for the **A BUTTO** weapon. The number on the right is the unused shots for the **B BUTTON** weapon.

ENERGY: Ability to dribble and pass.

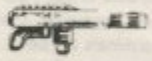
WEAPONS



HANDGUN [HG] This is your first and weakest weapon.
Specs: **A BUTTON**, 50 shots, long range, medium power.

LASER PISTOL [LP] A short range, pulsed, plasma beam weapon with frequency modulation. Good against most first-level enemies.
Specs: **A BUTTON**, 50 shots, long range, medium power.

LASER RIFLE [LR] The long range version of the Laser Pistol. Extremely effective against many Deathbots.
Specs: **A BUTTON** , 25 shots, very long range, high power.



BLASTER PISTOL [BP] Standard issue titanium piercing particle beam. Great for short range, high power attacks.
Specs: **A BUTTON**, 15 shots, long range, very high power.

BLASTER RUFFLE [BR] Very high power destruction device that uses heavy slugs. *Specs*: **A BUTTON**, 15 shots, long range, very high power.

HAND GRENADE [GR] Hand-delivered explosive device. Not very destructive.
Specs: **B BUTTON**, 1 shot, very short range, low power.

FUSION GRENADE [FG] One of your most powerful weapons, this generates a low level localized warp field. Although your battlesuit offers some protection against this weapon, it should always be used with caution. Best used when you're wearing the Shield Belt.
Specs: **B BUTTON**, 1 shot, very short range.

SHIELD BELT [SB] Generates a PPF [Personal Protection Field] around your body, making you invulnerable to attack.
Specs: Lasts for only 10 to 15 seconds.

POWER PACK This small battery recharges your battlesuit to one quarter of full power. It is wise to use one when your power is running low. If you run out of power, you lose your life.

DEATHBOTS

You will encounter many different models of Deathbots. Some are unknown because the were created by computers deep inside Gamma Base and have never been seen by ma The most powerful are the Sentinel Deathbots that guard the elevators leading to the low levels. Here are only some of the Sentinel Deathbots you may battle:

TERMINUS RX-400
This Deathbot is the first Sentinel you will encounter. Although powerful and highly mobile, it can be defeated easily. Avoid its plasma blasts and use a Fusion Grenade if you have one.

BIOTRON HY-2266
This is a genetically engineered creature that, although synthetic, is actually alive. It will attack with the savagery of a wild animal. Use your Blaster Rifle and avoid its napalm-like fire bombs.

VEXIAL S-C
This flying Sentinel is propelled by liquid rockets. It is intelligent, fast, and heavy armed. It believed to somehow sense terror. Your confidence must be total because it will zero in o feelings of fear. Any doubt in your mind and it will pound you into dust!

GAMMA BOMB
The Gamma Bomb is housed inside a Deathbot! It is a mobile bomb that can defend itself and is both well-shielded and heavily armed. Destroying the Deathbot that carries it will destroy the Gamma Bomb and end the crises that threatens the Earth!

MISSION HINTS

- Avoid direct battles with Deathbots Whenever possible. Have your fire power for the huge Deathbots Sentinel that guard the elevator to the next level.

- The floor pads that open and close door may not always be in front of the doors they control. If a door won't open, walk around the hallway and try to find the hidden floor pad.
- Open and close doors to trap Deathbots in rooms you will now longer need to enter.
- Always enter Weapon Select mode to se if you have any more Power Packs befor your Energy runs out completely. Once your Energy runs out, you will lose one Recharge.
- You can only carry 15 weapons at a time but it is wise never to have a full backpack. That way you will always have room for new, move powerful weapons.

COME TO LAS VEGAS, NEVADA- GAMBLING CAPITAL OF THE WORLD AND HOST CITY FOR THIS YEAR'S RAD RACKET TOURNAMENT OF CHAMPIONS, THE TOP 20 PLAYERS IN THE WORLD ARE GATHERING TO COMPLETE FOR A FORTUNE IN CASH, PLUS THE PRESTIGE OF WINNING TH E RAD RACKET TROPHY. THESE HARD-TO-BEAT TENNIS CHAMPS ARE READY TO TAKE YOU ON IN SINGLES OR COUPLES, FOR THE BEST OF 5 SETS COMPETITION. YOU CAN BE THIS WILL BE THE THOUGHEST TOURNAMENT YOU'VE EVER PLAYED IN!

ENTER THE TOURNAMENT OF CHAMPIONS

1. Press **START** at the Maxi title screen.
2. Choose *RAD RACKET; DELUXE TENNIS 11* [Menu 1, Game 11] and press **START**.
3. Press **START** again to begin your first match!

YOU'RE IN CONTROL

START: Begins a new game. Pauses or resumes a game in progress.

SELECT: Moves to the next selection on the Options screen.

DIRECTION PAD: Moves your player right, left, forward and back

BUTTON A: Serves the ball. Press once to toss the ball, and again into it. During a volley, hits a forehand shot. Use this when the ball is toward the right side of your player. Move your player close to the net and press **BUTTON A** for an overhand smash.

BUTTON B: Hits a backhand shot. Use this to return a ball hit toward the left side of your player.

RAD RACKET OPTIONS

SINGLES [1 PLAYER]

One player action against the computer. You always control the player on the lower patio of the court. The alleys are not used in Singles, so any ball landing in an alley is considered "out."

DOUBLES [2 PLAYER COOPERATIVE]

You and a friend take on the compute in a rousing game of Doubles. Players take turns serving every other game.When the computer serves, you and your partner take turns receiving the serve, with the other teammate playing close to the net. In Double, any ball landing in any alley is considered "in."

THE COURTS

You can play on any of 3 different courts:

HARD COURT: Doublemint Court, Las Vegas, Nevada

GRASS COURT: Strawberry Field, San Jose, California

CLAY COURT: Sunbull State Court, Flagstaff, Arizona

PLAYER PROFILES

JACK

Country: Finland *Specialty:* Net Play

Jack is the first player from Finland ever to be ranked in the international top ten. One of th strongest competitors in the sport, he specializes in superior play at the net. It's said that h never even breaks into a sweat!

CHANG

Country: USA *Specialty:* Ground Strokes

The youngest player in the tournament, Chang was first ranked in the top ten when he was only 14 years old. Now a venerable veteran at 18, he's the tourney favorite with his strong ground strokes and overall consistent play.

JOHN

Country: Germany *Specialty:* Volley

The most dominant player in tennis during the '80s, John has seen his playing slip in the '90's. Has age caught up with one of the greatest players of all time? John is ready to give 110% in the tournament-it could be his last hurrah!

DAVID

Country: USA *Specialty:* Smash

David's powerful overhand smash has stunned many opponents, and occasionally injured few spectators. With some consistency in the rest of his game, David could win it all this ye

MICHAEL

Country: Czechoslovakia *Specialty:* Backhand

Michael has dominated the game since 1990. His flashy, flamboyant style, both on and off court, has made him a media favorite and earned him plenty of cash. But his over confidence could his downfall.

CHARLY

Country: Egypt *Specialty:* Baseline

Charly is the first tennis player from the middle East to be ranked in the world's top ten. He has an uncanny knack for playing the baseline, but he's a little weak at the net.

MAC THE RAT

Country: Unknown *Specialty:* Diverting Opponents

Mac the Rad Racket Rodent makes frequent visits to the courts, hoping to catch a few sets Rumor has it that he was once the star on the courts in a previous life, but his temper tantrums during matches got the best of him. Some people believe that if you think Mac wit a tennis ball during play, he will bestow upon you magical powers to aid you in your game.

11 RAD RACKET: DELUXE TENNIS 11

SCORING

MATCH

Each tennis match starts at 0-0, and can be won in 4 points The first point won is 15, the second point is 30, the third is 40, and the fourth point wins the match.
If the score is tied at 40-40, and "deuce," you must outscore your opponents by 2 more points in order to win the match.

SET

To win a set, you must win 6 matches, and you must win at least 2 more matches than your opponent. For example, a winning score could be 6-4, 6-3, 6-2or 6-1. If you and your opponent are tied at 5 wins each, the first player to score 7 matches is the victor, unless you go to a tie-breaker set.

TIE-BREAKER SET

If, during a set, you and your opponent are tied at 6 wins each, you will play a tiebreaker set. In this set, you play to 7 points, with scoring counted in 1-point intervals.
You were first , then your opponent serves twice, and then you serve twice. You continue alternating service every 2 points until one player reaches 7 points. If you and your opponent are tied at 6 points or more,you must win by 2 points [for instance, 8-6, 9-7 and so on].

GAME

The winner of the best of 5 sets takes home the Rad Racket Championship trophy!

TENNIS TIPS

- Work the ball from side to side. The best way to score in *RAD RACKET*, as in real tennis,is to hit the ball to both sides of the court. If you mix up your shot, hitting to the right and then to the left, you'll have a good chance of forcing your opponent to make a mistake.
- Charge the net at the right time. The best time to charge the net is after a strong baseline shot. The worst time to charge is just as your opponent is about to hit the ball.
- Set your opponent up for the smash . When serving from right to left, rush the net after your serve and hit an overhand smash to the right. With luck, your opponent will be out of position and unable to return the shot.

IT'S THE MIDDLE AGES, AND YOU ARE PEACEFULLY MINDING YOUR OWN BUSINESS WATCHING MOSS GROW ON THE NORTH SIDES OF ROCKS. ONE DAY, CASUALLY EAVESDROPPING ON A COUNCIL MEETING, YOU HEAR THAT A SINISTER PRESENCE HAS INVADED THE CASTLE ON THE OUTSKIRTS OF TOWN. SOMETHING IS CAUSING THE DEAD TO COME BACK TO LIFE! EVIL CACKLES AND MOANS OF AGONY HAVE BEEN HEARD FROM THE BOWELS OF THE CASTLE, AND TRAVELERS ARE NO LONGER SAFE ON THE ROADS AT NIGHT. AS IF THINGS AREN'T BAD ENOUGH, YOU OVERHEAR ONE LAST PIECE OF CONVERSATION: "THERE IS NO TIME TO WASTE. THE EVIL TALISMANS MUST BE LOCATED AND DESTROYED. IF THE SPIRITS ARE NOT RELEASED QUICKLY, THEY WILL AMASS AN ARMY OF THE UNDEAD, AND TAKE OVER THE TOWN!"HMMM...THE THOUGHT OF AN UNDEAD PERSON MAKING MINCEMEAT OUT OF YOU DOESN'T GRAB YOU. TAKING MATTERS INTO YOUR OWN HANDS YOU CREEP THROUGH THE GRAVEYARD ON YOUR WAY TO THE CASTLE. HALF-CHEWED ARMS AND SKULLS WITH GNASHING TEETH ATTEMPT TO STOP YOU. WITH EVERY TWIST AND TURN, DIABOLICAL SCENES GREET YOU. BUT THEN, YOU DID SAY YOU CRAVED ADVENTURE, DIDN'T YOU?

PREPARE TO CHILL!

1. Press **START** at the Maxi title screen.
2. Choose *CHILLER* [Menu 1, Game 12] and press **START**.
3. Press **START** again and get ready for the chill of your life!

NUMBER PLAYERS: Press the **DIRECTION PAD** up or down to switch between the **ONE** and **TWO** player option. Then press **SELECT**.

LIGHT GUNS USED: Use the **DIRECTION PAD** and then press **SELECT** to choose between **ONE**, **TWO** or **NONE**. If you are using 2 Light Guns, point to your selection and pull the trigger. The game will automatically cycle through your choices.You must choose either **ONE** or **TWO** if you are using a Light Gun. If you select **NONE**, the game will assume that you are using Controller Pads.

WHEN USING A LIGHT GUN:

1. Make sure the gun [or guns] is inserted correctly into the Control Deck. In 2 Player games, Player 1 starts the game by pulling the trigger.
2. Keep within 3 to 4 feet of your TV Screen, Depending on how big your screen is.
3. Your TV's contrast and brightness levels must be adjusted properly. If they are not, your shots may miss. If you're having trouble making shots, try standing closer to the screen, then gradually move back. Doing this will also help you figure out the correct playing distance from our TV.

YOU'RE IN CONTROL

START: Begins a new game. Pauses or resumes a game in progress.

SELECT: Not used during game play.

DIRECTION PAD: Press up several times Level 1 to bring up the targeting crosshairs. These will respond to your slightest touch, up, down. left or right.

BUTTON A: Fires your Magic Wand. Hold down the button for rapid fire.

BUTTON B: Hold down while pressing **BUTTON A** to speed up the targeting crosshairs

CHILLER TIP: Press **BUTTON A** when the crosshairs are on an enemy. Try to target the center of a Spirit to release its energy and get points.

TALISMANS

You must discover 32 Talismans in order to complete each round and move on to the next one. There are 8 Talismans on each of the 4 levels in a round.

You will see small pictures in the Scoreboard on screen. These are clues to what the Talismans look like. As you discover and destroy each Talisman, its picture will disappear, revealing more of the message hidden underneath. You must find all the Talismans before you can progress to the Hidden Level.

If you don't find all the Talismans in a level, the game will continue, but get harder each time you return to that level. In your first few times through a level, keep track of where the Talismans are, and destroy them quickly before time runs out!

SCREEN INDICATORS

MONSTER METER

This tells you how many spirits and ghosts have to be eliminated before the timer runs out. Talismans count as points on the meter, so you can eliminate all the spirits and still have not found all 8 Talismans on the level! If this happens, you will have to return and eliminate the spirits again. Talismans will remain destroyed until the end of the round.

TIMER

If the timer runs out before the Monster Meter reaches 0, the game is over!

PLAYER ONE/PLAYER TWO

This is where your running score is kept.

ECTOPLASMATIC TABULATOR

This appears if you successfully finish off all the monsters on a level. The Tabulator will add points to your score for time remaining on the timer.

THE GRAVEYARD OUTSIDE THE CASTLE

This is where it all began. As you come upon the Graveyard, you feel the ground below your feet shake as skeletal hands erupt directly in front of you. Grasping your Wand with both hands, you fire as quickly as possible at the outstretched hands. But even more star coming at you. Off in the distance you hear the tolling of the Castle bell, and notice a hunched-over woman wheeling something toward you.

THE HALLWAY

Gasping for breath, you stumble into the Castle itself! As you open the doors, you see a scene no one has seen before. Floating in front of you are the ghosts of the previous inhabitants. They appear to be dazed and confused. [Probably because they're dead and no one has told them!] a ravenous dog growls at you from behind a dark archway. Below your feet you feel as if something is trying to knock its way up through the floor. You reali you have found the second obstacle in your quest.

THE BASEMENT

As you come down the stairwell after passing through the hallway, you hear the moans o tortured and trapped spirits. Below you is a room with a river of red flowing down the cent It looks like the previous inhabitants were using this room for devious and evil purposes. Rats skitter by your feet and an agile enemy attempts to thwart your plans. This is the thi obstacle in your quest. Success will depend on releasing this poor, trapped souls. Did someone mention an Alligator with a fondness for evil souls hanging around?

THE INNER SANCTUM

You have found the final level. Before you are the 3 remaining evil spirits. But they will not go easily. They must be removed piece by piece. Oh yes, and don't forget the heads on the bookshelf.

BUT YOU'RE STILL NOT FINISHED!

If you successfully find all 32 hidden Talismans within the game, you will be teleported into the hidden level, which is located on the hill overlooking the Graveyard. Here speed and marksmanship are key. This is the final mad dash of the evil spirits as they attempt to flee the Castle. Shoot them quickly. If 3 spirits escape, the contest is over.

THE FLOATING FACE

Sighing in resignation, you watch the last spirit flee from your Crystal Wand's aim. But the Wand is still glowing!

> *"Fool! You listened to those idiots in the village. The spirits are still gathering and nothing can get rid of them, especially you! They are back and even more powerful than before. And this time they're ready for you..."*

The face disappears and you find yourself back at the Graveyard. Gathering your courage, you prepare for the next onslaught.

How long can you last?

YOU ARE ON A BEAUTIFUL TROPICA BEACH. PALMS SWAY IN THE WAR SUMMER BREEZE. A THOUSAN EXOTIC BIRDS FILL THE AIR WIT SONG. YOU DON'T HAVE A WORRY I THE WORLD. SO KICK BACK AN PLAY ONE OF THE MOST POPULA CARD GAMES EVER! SOLITAIR DOESN'T TAKE QUICK REFLEXES JUST THINKING, STRATEGY AND LITTLE LUCK. TAKE YOUR TIME YOU'VE GOT MANY ENJOYABL HOURS AHEAD.

DEAL THE CARDS

1. Press Start at the Maxi title screen.
2. Choose *SOLITAIRE* [Menu 3, Game 13] and press **START**.
3. Use the set-Up screen to fine-tune the game. Make selections by pressing the **DIRECTION PAD** left or right. Press down to go on to the next option.
   CARD BACKS: Choose your favorite design.
   COLORS: Choose a card color combination from 5 different selections.
   DRAW: Choose **ONE CARD** or **THREE CARD**. In One Card Draw, you turn over card 3 at a time, but you can only use the top card showing.
   MUSIC AND SOUND: Turn the background music and the sound effects on or off duri game play.
4. Press **START** to begin a relaxing break with the cards.

YOU'RE IN CONTROL

START:	Begins a new game. Pauses or resumes a game in progress.
SELECT:	Breaks off a game so you can start a new one. Press once during ga play, and then press **START** to begin a new game. Or press **SELEC** again to resume the previous game.
DIRECTION PAD:	Chooses game options on the Set-Up screen. Moves the Hand cursc during game play.
BUTTON A:	Chooses and move cards.
BUTTON B:	Not used.

PLAYING SOLITAIRE

In *SOLITAIRE*, you try to move the entire deck of cards onto 4 Foundation Piles. When the game begins, 7 cards are dealt across, face down, as the beginnings of 7 columns. Next, 6 cards are dealt face down, starting at the second column and overlapping the first row. Then 5 cards are dealt starting at the third column, 4 cards starting at the fourth column, and so on until the last column has 7 cards, and 28 cards in all have been dealt.

The card at the bottom of each column is turned up. The remaining cards are placed in a Pack, face down, at the upper left of the screen. The 4 empty spaces at the top of the screen are the Foundation Piles.

When you turn up an Ace during play, you can place it as the first card in a Foundation Pile. Then you can build up the piles by placing a card of the same suit and the next Hearts is showing, you can place the 2 of Hearts on top of it. If the 10 of Spades is showing, you can cover it with the Jack of Spades.

Move the Hand cursor to the Pack and press **BUTTON A** to begin turning over cards. Follow the rules in this guide for stacking cards, filling empty columns and building up Foundation Piles. When you've turned over the entire **PACK**, move the Hand cursor to the empty Pack on the far left and press **BUTTON A**. Now you can go through the Pack again for new cards. The game ends when you've moved the entire deck of cards onto the Foundation Piles, or when you can't make any more moves.

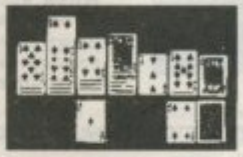
MOVING CARDS

Use the **DIRECTION PAD** to move the Hand cursor to any card pile or to the Pack. To move a card or card sequence, move the Hand cursor to the card you want to pick up, and press **BUTTON A**. A blue Hand will mark the card to be moved. Next, move the Hand cursor to the pile you want to move the card to and press **BUTTON A.** If the move you're attempting is legal, the card or card sequence will instantly move to the new location. If an attempted move is illegal, you will hear a buzz, and the blue Hand will disappear. You can now choose a new game

STACKING THE CARDS

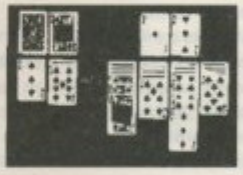
The 28 cards arranged in 7 columns are called the layout cards. A turned-up card can be moved to another column if it can be placed on a card that is one number higher in value and of a different color. For example, a 4 of Diamonds can be moved onto the 5 of Spades or Jack of Hearts can be placed on the Queen of Spades.

Once a card is played or moved to another pile, the card beneath it can be turned up and, possible, played as well. Card sequences can only be moved as entire units.



COLUMNS AND KINGS

You will occasionally find yourself with an empty column. This can only be filled by a King, either from the Pack, alone from the Layout cards, or as part of a sequence.



HANDY HINTS

- You don't have to play every available card. Often, it's better not to play a card on a Foundation Pile that you may need to build on as a sequence in the Layout.
- It's a good idea to delay playing a King from the Pack into an Empty column if you know there is a King buried in the Layout. That way, you will have a better chance to move the King from the Layout when you finally turn it up.
- Pass up the opportunity to move a red King into an empty column and wait for a black King if it wound be more helpful [vice versa].
- If you have to make a choice, move a card from the right columns sooner than one from the left columns. The only way to win is to get those long columns of face-down cards turned up!

YOUR SASSY BUT LOVABLE GIRLFRIEND HAS STOOD YOU UP AGAIN OR HAS SHE? BUNNY WAS WAITING AT THE MALT SHOP WHEN SHE WAS ABDUCTED BY DEMON DAN! ARMED WITH ONLY YOUR YOUTH AND STREET-SMART REFLEXES, YOU RUSH TO THE RESCUE ON YOUR SOUPED-UP SKATEBOARD. YOU WILL CONFRONT AN IMPOSSIBLE NUMBER OF ENEMIES. TO CHALLENGE THEM, YOU'LL USE BOMBS, BOTTLES, BALLOONS, FROGS AND FIRE HYDRANTS! WHEN YOU CONFRONT DEMON DAN IN HIS UNDERGROUND DEN, YOU MUST DEFEAT HIM IN THE FINAL EXPLOSIVE FIGHT TO SAVE BUNNY FROM HIS EVIL CLUTCHES!

START SCOOTIN', SCOOTER!

1. Press **START** at the Maxi title screen.
2. Choose *MENACE BEACH* [Menu 1, Game 14] and press **START**

YOU'RE IN CONTROL

START:	Begins a new game. Passes or resumes a game in progress.
SELECT:	Detonates a bomb Scooter throws
DIRECTION PAD:	Press left/right to move Scooter.
BUTTON A:	Makes Scooter jump up. Press the **DIRECTION PAD** down while Scooters jumping to make him hang in the air a bit longer.
BUTTON B:	Makes Scooter punch when he's on the ground, or spin-kick when he's in the air. Also makes him pick up a Bottle or Bomb. Pressing the button again makes him throw it. Press the **DIRECTION PAD** down **BUTTON B** to throw something straight down.

SPECIAL OBJECTS

BOTTLES spinning through the air will hurt you! Pick up the ones on the ground to use as weapons Hurry! They only last a few seconds.

WRENCHES are similar to Bottles but are only found in sewers.

BOMBS blow up everything in their explosion zone, including you! Pick up a bomb and throw it, then press **SELECT** to detonate it. All bombs eventually explode on their own.

SPRINGERS fling you into the air. Look for them in sewers and on the piers. A Flicker flings you in the direction it's spinning.

Touch a **BANANA** and watch yourself wipe out! Touch a Ballon to grab on, and you'll float above the ground. find balloons in manholes, or snatch them form Zobo the Evil Clown. Anyone or anything can trigger a **MINE** by stepping on it. A second late, it explodes! Touch a **LIGHT SWITCH** to turn the sewer lights on or off. Wrenches, Bombs and Pelvis can also trip the switch.

HEARTS increase your health level by 1 Heart, and **EXTRA LIVES** give you 1 Extra Life.

14 MENACE BEACH

FRIENDS

Squirt hangs out on the beachfront. When it's shooting water, hop on for a free ride. Touch FROGGY while she's jumping and you'll get thrown up through the pipes in the sewers.

ENEMIES

WAN KA POW is sneaky, clever ninja. Take care of him with 3 punches or spin-kicks, or quickly defeat him with Bottles and Bombs.

Don't be fooled by Zobo's innocent looks, The Water Balloons he throws do more than just splash. Spin-kick Zobo and you can take his Balloon.

An out-of-work Elvis impersonator, Pelvis likes to slink around the sewers. Watch out for those microphones!

SUKI YASHI is a giant Sumo with an evil sense of humor. He likes to push his weight around the sewers and piers. You can only defeat him is with a Bomb.

Superjock beach bum **HIKE** hangs out to the piers. Watch out for his deadly punch!

GRIZELDA pops out of crates, throws Bombs and Bottles and blows gooey Kisses. If a Kiss hits you, you'll be temporarily stunned. Punch and spin-kick to knock out attacking Kisses.

Chomping **SNAPPYS** jump from the water near the piers. You can't jump very well when a Snappy clings to you. Spin-kick to shake these pesky fish.

SURVIVAL HINTS

- With careful timing, you can grab a Bottle, Wrench or bomb in the air.
- To keep a Balloon you're riding from floating to the top and popping, make sure you're moving straight up and press **BUTTON A**. You'll fall with the Balloon to the nearest solid ground.
- Hitting Happy with a Bottle or exploding Bomb will cause him to flop on the dock. Then kick him back into the water for 800 extra points.
- You'll receive an bonus Extra Life at 10,000 and 30,000 points.
- You get a completion bonus at the end of each level. You can also try for these special bonuses:

  BEACHFRONT BONUS-Comple the level on a rooftop while not holding a Balloon.

  SEWER BONUS- Complete the level wi the lights out.

  PIER BONUS-Complete the level with a Snappy clinging to you!

ENTER UNDISCOVERED DIMENSION ON THE FAR SIDE OF OUR OWN REALITY. BATTLE RELENTLESS WARRIORS WHILE BLASTING A ROUTE THROUGH DIZZYING MAZES. COLLECT THE HIDDEN CRYSTALS TO POWER YOUR WARP DRIVE AND ESCAPE! CONQUER AN UNKNOWN GALAXY WITH A *SHOCKWAVE* HEARD 'ROUND THE UNIVERSE!

ENTER AN UNKNOWN DIMENSION

1. Press **START** at the Maxi title screen.
2. Choose *SHOCKWAVE* [Menu 1, Game 15] and press **START.**
3. Use the **DIRECTION PAD** or press **SELECT** to choose 1 or 2 players, and press **START**.
4. Enter your name. Press the **DIRECTION PAD** up/down to move through the alphabet, and left.right to advance to the next letter. If you want to restore your game later on, be sure to enter the same name each time you play. Press **START** to continue.
5. Select either New Game or Restore Game. If you have played before, Restore Game lets you enter a code to move to the last level you completed previously. The codes are different for each player, so be sure to write them down.
6. Press **START** and get ready to be shocked!

YOU'RE IN CONTROL

START: Begins a new game. Pauses or resumes a game in progress.

SELECT: Displays the Options screen. Press **SELECT** or the **DIRECTION PAD** move through the selections. Press **START** or **BUTTON A** to choose to the item that's highlighted. Restarting a maze will cost you a life, so sure "all is lost" before choosing that option.

DIRECTION PAD: Moves you through the mazes.

BUTTON A: Fires your Shockwave pistol in the direction you're moving. To fire while standing still, first press **BUTTON A** and then press the **DIRECTION PAD** to aim your shots.

BUTTON B: Not used during game play.

15 SHOCKWAVE

ALL SYSTEMS GO!

You must solve mazes by using your Shockwave pistol to move and destroy blocks in the maze walls. The shock wave your pistol generates does not move the block it hits. Instead, it causes the next block to move. If the next block cannot move, the shock wave continues through the neighboring blocks until the last block in line is affected. Some blocks are unstable and the powerful shock wave destroys them.

In *SHOCKWAVE*, even the simplest puzzles become complex. Shooting 1 block can cause as many as 3 others to move. This can change the shape of the maze very quickly. You must plan your moves carefully, because the solution depends on the placement of the blocks.

The game screen shows you the current level, the maze name, how many lives you have left, and the maze codes for restoring your game.

ITEM

MOVABLE BLOCKS can be moved by a shock wave.

CRYSTAL power your warp drive. Collect them for points and to advance to the next level.

SOLID BLOCKS are indestructible and immovable.

FIRESTARS are deadly. Watch out!

SHIELDS let you take hits from the Firestars.

BROKEN BLOCKS can be destroyed.

TELEPORTERS are local transports within a maze.

FORCE FIELDS restrict your motion.

FIRESTAR FREEZE temporarily saves you from destruction. But Watch out! hurry!

TIME BONUS adds 100 to your clock.

SURVIVAL NOTES

- Firestars can damage your equipment beyond repair. Your Shield can only withstand 3 direct hits from them, so so move quickly, The energy pulse created from the contact will make you impervious to hits for a few moments
- Learn to use those moments to your advantage.
- Extra lives, time bonuses, teleport doors, and a variety of other surprises await!